c. "Get Ready".



Get Ready

d. "Outboard Personnel Stand Up".



Outboard Personnel Position

"Outboard Personnel Stand Up".



Stand Position



Up Position

e. "Inboard Personnel Stand Up".



In Board Position



Stand Position

"Inboard Personnel Stand Up".



Up Position

f. "Hook Up"

Keep in mind you must extend your arms above your head a minimum of 3 times, and where you start you must finish.



Hook Position

"Hook Up".



Up Position

g. "Check Static Lines".

Keep in mind you must extend your arms a minimum of 3 times, and where you start you must finish.

"Check Static Lines"



Start Position for Check Static Lines

"Check Static Lines"



Lock Out Position for Check Static Lines



Stop Position for Check Static Lines

Supplementary command: "Last two jumpers turn towards the skin of the aircraft, second to the last jumper check the last jumpers' static line".

h. "Check Equipment". Once all movement has ceased, the JM student will turn to the JM evaluator and give a thumb up sounding off with, "All Movement Has Ceased, Jumpmaster". You will then check your own equipment to include: The entire outer rim of the ballistic helmet, parachutist retention strap, foam impact pad or modified foam impact pad, pull the dot fastener with tab, chinstrap, canopy release assemblies, chest strap ejector snap, upper tie down tape, connector snaps, snap hooks, leg strap ejector snaps, quick release snap, quick release in waistband, ejector snap HPT lowering line, appropriate adjustable leg strap, release handle and the rip cord rip insert when jumping the MIRPS only.

"Check Equipment".

Keep in mind you must extend your arms a minimum of 3 times and where you start you must finish.



Start Position for Check Equipment

"Check Equipment".



Lock Out Position for Check Equipment

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"Check Equipment".



Stop Position for Check Equipment

i. "Sound Off For Equipment Check". Once you issue "Sound off for Equipment Check", you will turn to your JM Evaluator giving a thumb up sounding off with "All Okay Jumpmaster".

"Sound Off For Equipment Check".



Position for Sound Equipment Check

- j. Place the hand closest to the skin of the aircraft over the inboard anchor line cable and back up until you make contact with the universal static line snap hook. Form a bite in the universal static line using both hands. Turn towards the skin of the aircraft, open your hand to remove the twist in the universal static line, and then reform the proper bite. Inspect your universal static line from the universal static line snap hook down to the bite, open your hand and inspect the bite, place two fingers in the bite below your hand, then trace the universal static line until it disappears over your shoulder. You will leave your hand in place then sound off with "Number One Jumper Check My Static Line".
- k. The JM Evaluator will then inspect your universal static line from the universal static line snap hook to the pack closing tie and tell you to hand your static line to the safety.

2. Actions at the Paratroop Door.

- a. The JM Evaluator will say, "You Watch Me", and will perform a proper paratroop door check. Upon completion of the paratroop door check, the JM Evaluator will turn to the JM Student and say, "Army Your Door".
- b. Extend your arm and sound off with, "Safety Control My Static Line". **DO NOT MOVE YOUR FEET!!!** Once the safety has control of your universal static line.



c. Secure the lead edge of the paratroop door with the hand closest to the skin of the aircraft. Rotate into the paratroop door and secure the trail edge of the paratroop door with your trail hand. Either place is correct.





d. Ensure your feet do not touch any portion of the yellow or white line on the jump platform.



e. With your lead hand you will release your grasp of the support bracket on the lead edge of the paratroop door and seat the PIP pin while visually inspecting to insure that it is secured in place in the forward hole. Then regrasp the support bracket on the lead edge of the paratroop door.



f. The JM Student will now perform a paratroop door and jump platform check utilizing the letters **LTCT**. You will then kick the **LEAD** down lock with the lead foot, and then place it back inside the aircraft, behind the yellow line.



g. Kick the **TRAIL** down lock with the trail foot, and then place it on the **CENTER** of the jump platform.

